

Prelude: Dien Bien Phu, 1954



Empty Fishhook: Cambodia, 1970



The Tide Turns: Khe Sanh, 1968



First Cracks: Quang Tri, 1972



Into the Valley: Ia Drang, 1965

CONFLICT IN VIETNAM

MICROPROSE
SIMULATION • SOFTWARE
©1986

SUMMARY OF COMMANDS

CURSOR CONTROL

C-64/C-128 Keyboard: CRSR keys and SHIFT + CRSR keys (for faster movement use "<" up, "=" down, ">" left, "." right).

Apple IIe/c Keyboard: Cursor arrow keys.

Apple II+ Keyboard: Left and right arrow keys, "P" upwards, ":" downwards.

IBM PC Keyboard: Four-direction arrow keys (with SHIFT for faster movement).

Atari 800/XL/XE Keyboard: White-framed arrow keys (with CONTROL for faster movement).

Joystick: On any machine this also controls cursor movement.

W = Who is reporting: Moves cursor onto the unit that sent the message.

INFORMATION

Fire Button/Space Bar = Unit Information: Gives information about the unit at the cursor.

G = General commanding the unit: Gives information about the general commanding that unit. Not available for Atari 800/XL/XE.

C = City & VP information: Gives name of locale (if any) and victory point value of the hex.

COMMANDS

A = Attack: Commands the unit under the cursor to attack.

D = Defend: Commands the unit under the cursor to defend.

M = Move: Commands the unit under the cursor to move.

R = Reserve: Commands the unit under the cursor to go into reserve.

H = Here: May be used after an Attack, Defend, Move or Reserve order to specify an objective.

UTILITIES

F = Freeze the clock: Freezes the game action, press "F" again to restart.

T = Terrain toggle: Removes units and displays terrain underneath, press again to restore.

U = Unit icons/symbols toggle: Changes unit display from symbols to icons, and back.

? = Casualty and victory status: Displays game status so far, including casualties, and victory level.

B = Flash-Back: Go to flash-back mode to review the last few "days" of game play.

Q = Change player roles: Used to change sides in a two-player game. Then press "T" (terrain toggle) to show troops.

> (+ on C64/C128) = Faster Realtime: Increases the speed of play.

< (- on C64/C128) = Slower Realtime: Slows down the speed of play.

S = Save game: Saves the current game situation to a disk. C64/C128 and Atari 800/XL/XE versions require a formatted disk already available. During the save game procedure you enter a save-game file name of 1-8 characters.

L = Load game: Reloads a game previously saved. You must first start a game with the same parameters, press L, then enter the proper file name when prompted.

TERRAIN FEATURES

| Symbol | Terrain | Movement | Effect on Attacking: | | Effect on Defending: | |
|--------|---------------|-----------|----------------------|----------|----------------------|-------------|
| | | | Infantry | Support | Infantry | Support |
| | Road | Very Fast | Weaker | Stronger | Normal | Normal |
| | Crossroad | Very Fast | Weaker | Stronger | Normal | Normal |
| | Clear | Fast | Weaker | Stronger | Normal | Normal |
| | Bridge | Fast | Weaker | Stronger | Normal | Normal |
| | Village | Fast | Weaker | Stronger | Normal | Normal |
| | Town | Fast | Normal | Normal | Very Strong | Stronger |
| | Fort | Fast | Normal | Normal | Very Strong | Stronger |
| | River | Slow | Normal | Weaker | Stronger | Weaker |
| | Light Forest | Slow | Normal | Weaker | Stronger | Weaker |
| | Rice Paddy | Slow | Normal | Weaker | Stronger | Weaker |
| | Plantation | Slow | Normal | Weaker | Stronger | Weaker |
| | Jungle | Very Slow | Normal | Weaker | Very Strong | Weaker |
| | Swamp | Very Slow | Normal | Weaker | Very Strong | Weaker |
| | Mountain | Very Slow | Normal | Weaker | Very Strong | Weaker |
| | US Sanctuary | Fast | Normal | Normal | Very Strong | Very Strong |
| | NVA Sanctuary | Fast | Normal | Normal | Very Strong | Very Strong |

UNIT TYPES: DIEN BIEN PHU, 1954

| Nationality | Icon | Symbol | Troop Type | Mobility | Range | Supply |
|-------------|------|--------|-----------------------|----------|-------|--------|
| French | | | Fortress Garrison | Gnd | 1 mi | Gnd |
| French | | | Infantry Battalion | Gnd | 1 mi | Gnd |
| French | | | Main Garrison | Gnd | 6 mi | Gnd |
| French | | | Armor Squadron | Gnd | 1 mi | Gnd |
| French | | | Artillery Battery | Gnd | 2 mi | Gnd |
| French | | | Brigade Headquarters | Gnd | 1 mi | Gnd |
| French | | | Fighter Squadron | none | 62 mi | Air |
| US | | | Bomber Wing | none | 28 mi | Air |
| Viet Minh | | | Infantry Battalion | Gnd | 1 mi | Gnd |
| Viet Minh | | | Infantry Regiment | Gnd | 1 mi | Gnd |
| Viet Minh | | | Mortar Regiment | Gnd | 2 mi | Gnd |
| Viet Minh | | | Artillery Regiment | Gnd | 6 mi | Gnd |
| Viet Minh | | | Division Headquarters | Gnd | 1 mi | Gnd |

KEY:

US = United States military forces

Gnd = ground movement or supply

Air = high-speed air movement, or air transported supplies

mi = miles distance, one hex (map position) is one mile